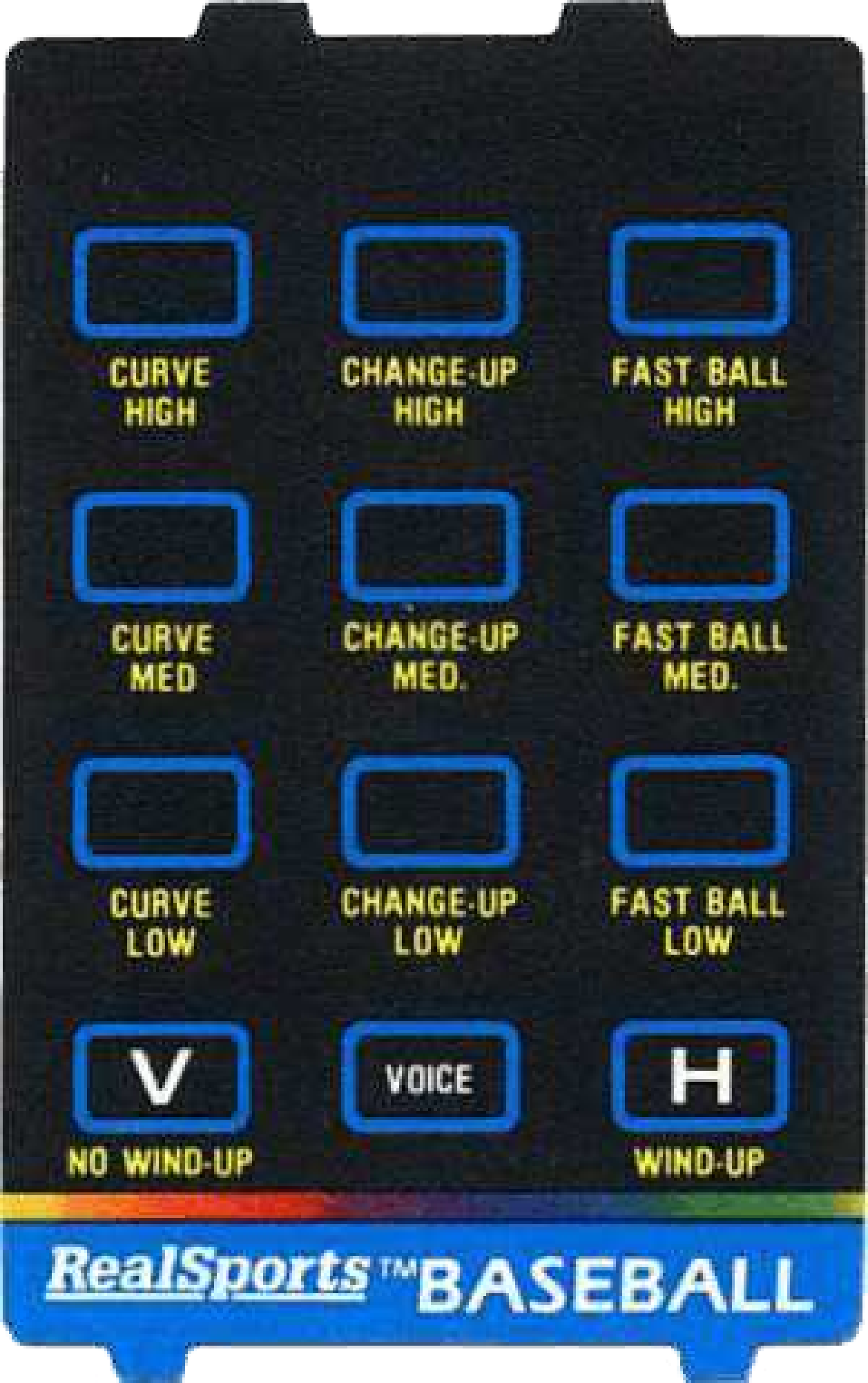
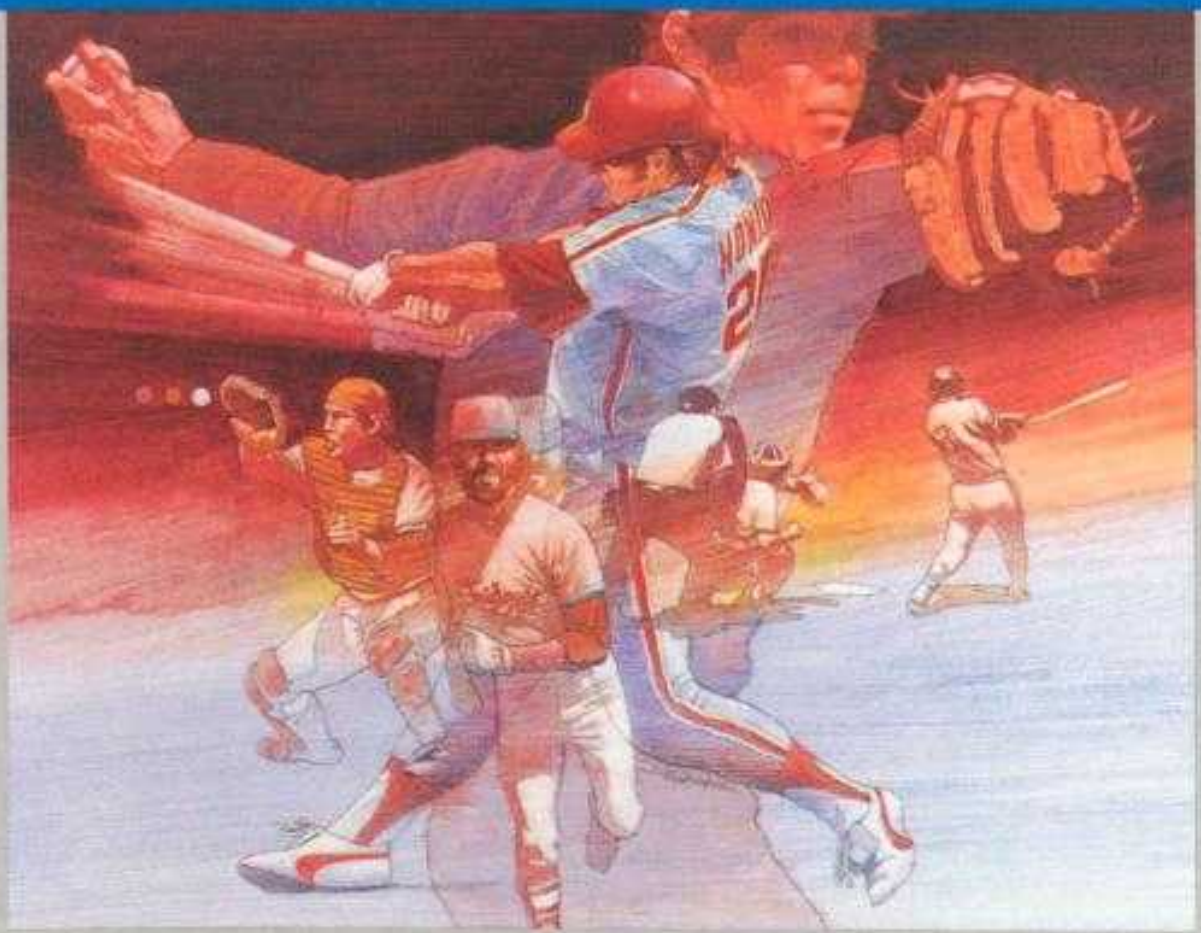

CURVE HIGH
CHANGE-UP HIGH
FAST BALL HIGH
CURVE MED
CHANGE-UP MED.
FAST BALL MED.
CURVE LOW
CHANGE-UP LOW
FAST BALL LOW
V
VOICE
H
NO WIND-UP
WIND-UP
RealSports™ BASEBALL

ATARI® 5200™

RealSports™ BASEBALL



Designed and programmed by James Andreasen and Keithen.

Insert your 5200™ game cartridge so the label faces you and reads right-side-up. Be sure the cartridge is firmly seated in the center of the console, but do not force it. Then press the **POWER** switch on. ***See your owner's manual for further details.***

TABLE OF CONTENTS

1. Baseball Rules 1

2. Starting the Game with your 5200™ Controllers 2

3. Game Variations 4

4. Playing Ball: Controller Action 5

   A. Hitting the Ball 5

   B. Base Running 7

   C. Activating a Base Runner 8

   D. Stealing Bases 8

   E. Advanced Base Running 9

   F. Pitching 9

   G. Fielding the Ball 10

   H. Throwing the Ball 11

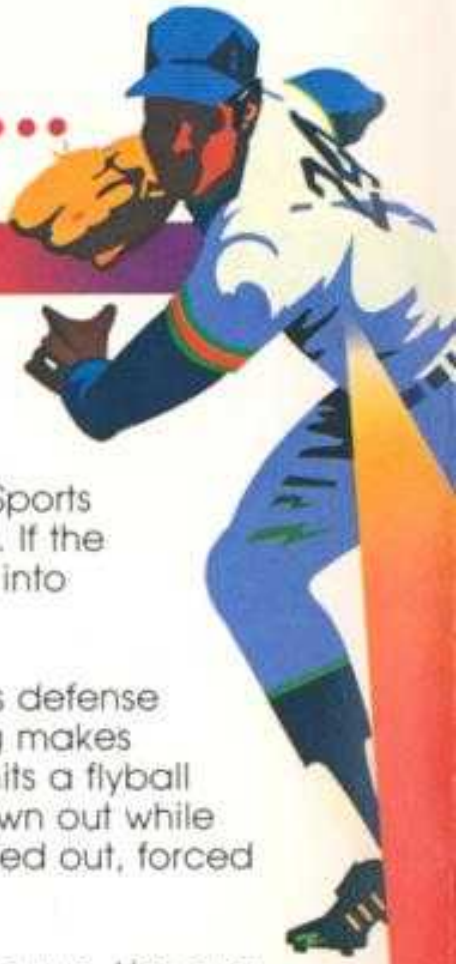
   I. Ending a Fielding Play 13

   J. Repositioning Fielders 13

   K. Defense Against Stealing 13

5. Helpful Hints 14

Here Comes The Pitch...



1. BASEBALL RULES

The basic rules of baseball apply to ATARI RealSports BASEBALL. A regulation game lasts nine innings. If the score is tied after nine innings, the game goes into extra innings.

In every inning, each team hits once and plays defense once. An inning lasts until the side that is hitting makes three outs. A batter is out when he strikes out, hits a flyball that is caught, or hits a ground ball and is thrown out while running to a base. A base runner can be tagged out, forced out, or caught stealing.

A runner crossing home plate will usually score a run. However, if the third out occurs BEFORE the batter reaches first, that run will not be counted. A run will be counted only when the ball is hit on the field and no outs occur before the batter reaches first base.

The team that scores the most runs wins the ball game. To score a run, a base runner must touch all four bases. The umpire announces balls and strikes and tells you when you're out.

The pitcher can throw fast balls, change-ups, and curves at various speeds, with or without a wind-up. Three strikes, and the batter is out; four balls, and the batter walks to first.

Foul balls count as strikes if there are less than two strikes on the batter. If a batter attempts to bunt with two strikes and hits a foul ball, it counts as a third strike. Otherwise, a batter can hit an infinite number of foul balls.

2. STARTING THE GAME WITH YOUR 5200™ CONTROLLERS

Atari RealSports BASEBALL is a *very sophisticated sports video game*. To get the most out of your game playing, this instruction manual should be read carefully and thoroughly. Your skills will increase the more you play the game, ultimately adding to the challenge and satisfaction of the game. Please refer to the manual table of contents for quick reference regarding specific elements of game play.

For one-player games, plug one 5200 controller into jack **1** on your console; plug an additional controller into jack **2** for two-player games. (*See **Figure 1.***)

To change options or to start the game, always use the left controller. During game play, the **PAUSE**, and **RESET** buttons can only be used by the **left** controller in a one-player game, or by the defensive team in a two-player game.

KEYPAD OVERLAYS

For your convenience, two keypad overlays are included with this game. (*See* ***Figure 2.***) Slip the overlay tabs into the slots provided on the controller keypad.

When not in use, your keypad overlays can be stored on the back of your game cartridge. Simply slip the tabs into the slots provided on the cartridge.

START

After you have selected the skill level and type of game you want to play, (see Section 3, GAME VARIATIONS) press the **START** button. The baseball diamond will appear on the screen, and the Home Team (red) will run onto the field. The Visiting Team (blue) will then send a player up to bat. (NOTE: Colors may vary with different TV sets.)

Figure 1—5200 Controller

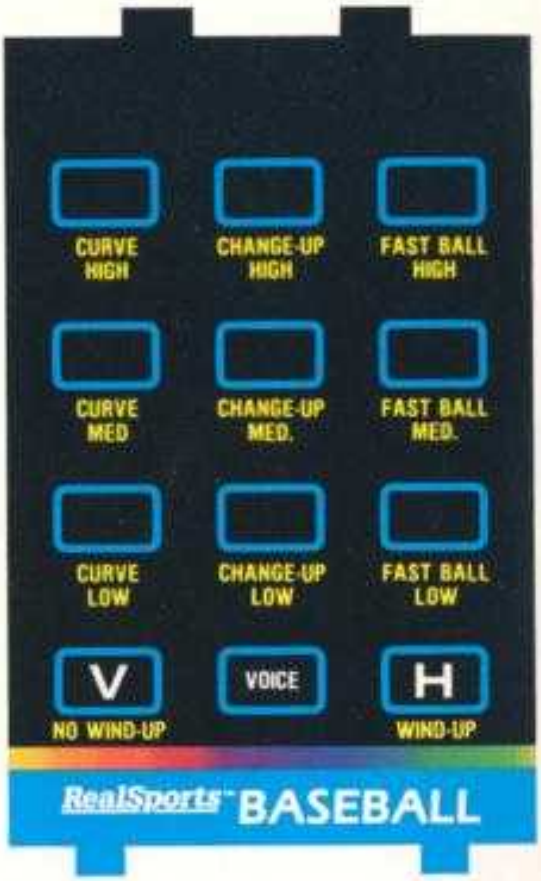


Figure 2—Keypad Overlay

RESET

Press the **RESET** button during game play to return to the game select screen. During a computer vs. computer demonstration game, or after completing a game, press any key to return to the game select screen. This is necessary in order to start a new game.

PAUSE

Press the **PAUSE** button to freeze the game during game play; press **PAUSE** a second time to resume game play. You can also press **PAUSE** to return to the game if **RESET** is accidentally pressed.

Please refer to Section 3, GAME VARIATIONS for using your keypad. For using your joystick, fire buttons, and keypad, see Section 4, PLAYING BALL: CONTROLLER ACTION.

A game selection screen will appear soon after the power is turned on. You may select any combination of options while the screen is displayed.

3. GAME VARIATIONS

There are three skill levels in ATARI RealSports BASEBALL: Novice, Intermediate, and Advanced. These levels can be played by one player, two players, or the computer.

One player can play ATARI RealSports BASEBALL against the computer, two players can compete against each other, or you can watch the computer play an exhibition game. In any combination, you can play a nine-inning regulation game, a shortened three- or six-inning game, or you can just practice. And you can practice as long as you want because no outs are recorded and of course, runs are not counted either.

The skill level of each team can be adjusted to handicap more advanced players. This is a good way for a beginning player to take on a more skilled player in a two-player game. (*See **Figure 3**, the GAME LEVEL MATRIX, for details.*)

SKILL LEVELS	SPEED OF PLAYERS *	BATTING DIFFICULTY	COMPUTER CONTROLLED PLAYER *
Novice vs. Novice	slow	easy	slow
Inter. vs. Inter.	medium	medium	medium
Adv. vs. Adv.	fast	difficult	fast
Novice vs. Inter.	Novice/slow Inter./slower	Novice/easy Inter./medium	Novice/slow Inter./slower
Novice vs. Adv.	Novice/slow Adv./slowest	Novice/easy Adv./difficult	Novice/slow Adv./slowest
Inter.vs.Adv.	Inter./medium Adv./slow	Inter./medium Adv./difficult	Inter./medium Adv./slow

(*Running and throwing speed)

***Figure 3**—Game Level Matrix*

The game automatically starts with voice at a one-player Intermediate skill level with the Visiting Team up at bat and the computer-controlled Home Team in the outfield.

To watch the computer play an exhibition game, select the computer for both teams. If you don't make any selections, the computer will eventually "play ball" by itself.

Press the * button (or the **V** on your keypad overlay) to select the skill level or computer for the Visiting Team. Press the # button (or **H** on your keypad overlay) to select the skill level or computer for the Home Team.

To eliminate the voice feature, press the **O** button; press the **O** button a second time to return to the voice feature. Not using voice will allow for a slightly faster game.

The **O** button on the keypad will also cycle through the game options. (*See **Figure 4.***)

Voice	9 Innings
No Voice	9 Innings
Voice	Practice
No Voice	Practice
Voice	3 Innings
No Voice	3 Innings
Voice	6 Innings
No Voice	6 Innings

Figure 4—Game Options

4. PLAYING BALL: CONTROLLER ACTION

Whenever you select a player to perform a specific function, you must use your joystick controller to "activate" that player. The controlled player will turn a solid color. Only an activated or controlled player is responsive to your joystick commands. See the specific sections within this chapter to activate players for base running and throwing.

A. HITTING THE BALL

The movement of your joystick directly parallels the swing of the bat. When your joystick is in the extreme left position, the bat will be cocked over the batter's shoulder and he will be ready to swing with full power. Move your joystick from left-to-right to take a swing at the ball.

The faster you move the joystick, the harder you can hit the ball. The height at which you swing the bat also affects the type of hit you get.

The amount of separation between the white ball and its

black shadow indicates how close a ball is to the ground. Very little separation indicates a low ball pitch; a greater degree of separation indicates a high ball pitch. When you are up to bat, watch the ball and its shadow to see if it's a high or low pitch. For a more solid hit, adjust your swing to the height of the pitch.

If you push your joystick toward the front of the controller when you swing, the bat will swing high over the plate and tend to chop the ball into the ground. If you pull your joystick toward you as you swing, the bat will swing low and you'll be able to get under a pitch to lift it into the stands easier. Of course, if you get under it too much, you

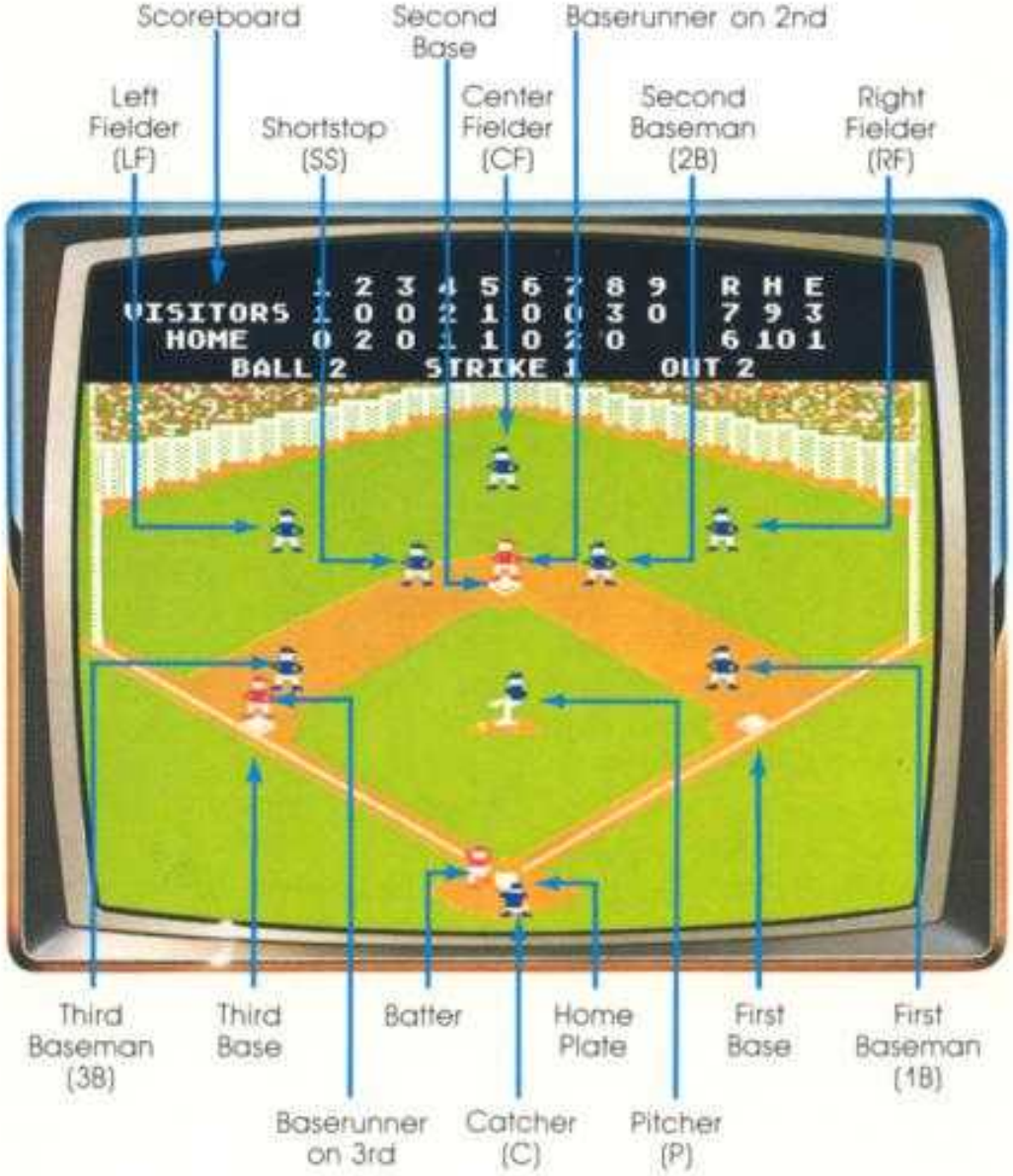

Scoreboard
Second Base
Baserunner on 2nd
Left Fielder (LF)
Shortstop (SS)
Center Fielder (CF)
Second Baseman (2B)
Right Fielder (RF)
1 2 3 4 5 6 7 8 9 R H E
VISITORS 1 0 0 2 1 0 0 3 0 7 9 3
HOME 0 2 0 1 1 0 2 0 6 10 1
BALL 2 STRIKE 1 OUT 2
Third Baseman (3B)
Third Base
Batter
Home Plate
First Base
First Baseman (1B)
Baserunner on 3rd
Catcher (C)
Pitcher (P)

Figure 11—The Baseball Diamond

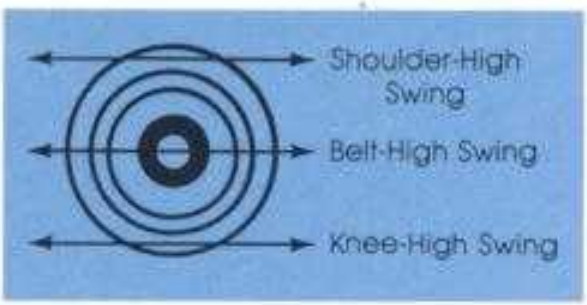


Figure 5—Joystick as Baseball Bat

could pop it up for an easy out! (*See Figure 5.*)

To lay down a bunt: Stop the swing of the bat before the ball is over the front part of home plate. Wait for the pitch to hit the bat. When bunting, hold the bat in the high position since a low bat will tend to pop the ball up.

As in real baseball, the ball will be hit toward left field if you swing early at a pitch. If you swing late, the ball will be hit toward right field.

B. BASE RUNNING

When a batter hits a ball, he will automatically run to first base. If there are runners already on base, they will also try to advance a base. If there are two outs, the players will begin running as soon as the ball is hit. If there are less than two outs, the players will wait until the ball bounces before running to avoid being doubled out on a flyout.

If a runner is off base when a flyball is caught for an out, the message, "**TAG UP ON FLYOUT**" will appear on the screen. The player must return to the base he left before attempting to advance. If the ball is thrown back to that base before the player returns, an out is made.

When a batter reaches first without being thrown out, he will immediately turn a solid color if you have not activated another runner.

On all safe hits inside the park, the computer will hold the batter at first base. Doubles and triples don't occur unless you leg out your hits. It's up to you to stretch those singles into extra bases with your base-running skills.

When base running, the right, up, left, and down positions on your joystick correspond to first, second, third, and home base (*see Figure 6.*) To move your controlled player, simply point your joystick in the direction you want to go. If you point your joystick in a direction other than the base path, your player will stop where he is.

NOTE: The position in which you leave your joystick after you swing can sometimes cause a player to automatically run for second base. To be sure your player stays on base, leave your joystick in the neutral position, centered horizontally and vertically.

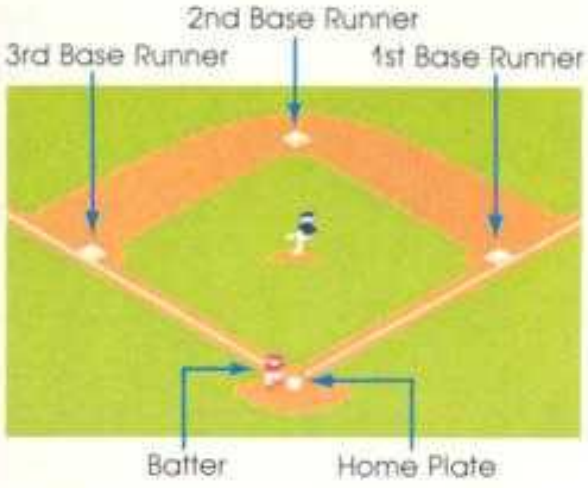


Figure 6-Activating Base Runners

When runners are already on base and are positioned directly in front of your controlled player, the runners will be forced forward if you try to advance your controlled player. The runners will continue moving forward—even if your controlled player is stopped or sent back. To make your runners return to their original positions, you must activate the most forward runner of that group and send him back. This will then force the other runners to retreat as well. (Unless a safe hit means there is no place to return.) Be careful not to get two runners on the same base—it's an automatic out.

C. ACTIVATING A BASE RUNNER

To control a specific base runner, you must:

1. Activate him by pressing the lower fire button on either side of your controller.

2. With the lower fire button pressed, move your joystick in the direction of the base on which your runner is standing until he turns a solid color.

3. Release the lower fire button and you have activated that player.

D. STEALING BASES

To steal a base follow steps 1-3 above, then:

4. Move your joystick in the direction of the base you want to steal. Your runner will start moving and the computer will automatically move fielders to cover the bases.

To steal without getting a strike or inadvertent hit, make sure your bat is pulled all the way back when you press the lower fire button.

With runners on first and third, you can attempt a double steal in the following way:

1. Activate the runner at first.

2. Move the runner at first toward second.

3. As the runner moves toward second, press the lower fire button and switch control to the runner at third. The first-base runner will become two colors but will continue running toward second.

4. Activate the runner at third.

5. If the catcher throws to second base, move your third-base runner to home.

E. ADVANCED BASE RUNNING

When the skills of batting and running are mastered, you can try your hand at hit-and-run plays or squeeze plays.

For the squeeze play:

1. Prepare your batter for a bunt.

2. When the pitch is on its way, activate the base runner. (Press the lower fire button BEFORE moving the joystick or your batter will change positions.)

3. Now move your runner before the ball is bunted.

For a hit-and-run:

1. Activate your base runner and move him as if he were going to steal.

2. Switch control back to the batter and swing away. (He will not change colors.)

The hit-and-run play is harder than the squeeze play because you have less time to get a full swing—but it can be done.

F. PITCHING

You can select from nine different pitches and each pitch can be delivered with or without a wind-up (*see* ***Figure 7***, PITCH SELECTION TABLE, *for details.*) If you don't select a pitch, a medium change-up with a wind-up will automatically be thrown. The speed of your delivery will increase when the wind-up is eliminated, but your pitch will be less accurate.

Keypad Button	Pitch Selection
1	Curve Ball HIGH
2	Change-up HIGH
3	Fast Ball HIGH
4	Curve Ball MEDIUM
5	Change-up MEDIUM
6	Fast Ball MEDIUM
7	Curve Ball LOW
8	Change-up LOW
9	Fast Ball LOW
*	No Wind-up
#	Wind-up

Figure 7—Pitch Selection Table

Before a pitch can be delivered, the batter must be at the plate.

To throw a pitch:

1. Press the number on the keypad that corresponds to the pitch you want. (*See* ***Figure 7.***)

2. Decide whether you want a wind-up or no wind-up. If you don't want a wind-up, press the * button on your keypad; if you change your mind and want a

wind-up, press the # button. (**NOTE:** The order in which you perform steps 1 and 2 don't make a difference in the type of pitch you get.)

3. After selecting a pitch, press the top fire button. The pitcher will then throw the ball.

4. You can affect the speed and path of the pitch during the time the pitcher is in his wind-up. Move the joystick forward to increase the speed of the pitch; pull it left to throw an inside pitch; pull it right to throw an outside pitch. (*See **Figure 8.***)

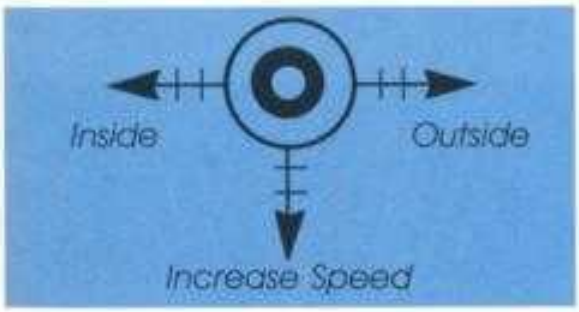


***Figure 8**—Modifying Pitches*

NOTE: Right-handed pitchers, like the one in ATARI RealSports BASEBALL, throw curves that break away from the right-handed batter. If you select a curve ball and don't pull the joystick to the inside, the pitch will always curve outside the strike zone for a ball. For an intentional walk, throw four outside pitches since they cannot be hit by the batter.

G. FIELDING THE BALL

The first step in fielding is to activate a player to catch the ball. The computer will do this for you automatically, or you can do it manually.

The computer will:

1. Automatically activate the player closest to where the ball bounces.

2. If the ball gets beyond the first fielder, the computer will activate the next closest player.

3. When your player is activated, you can move him wherever you want by moving your joystick.

To manually activate a fielder:

1.Press the lower fire button.

2. Move your joystick until the desired player turns a solid color (*see **Figure 9***).

3. Release the fire button.

4. Move the player with your joystick.

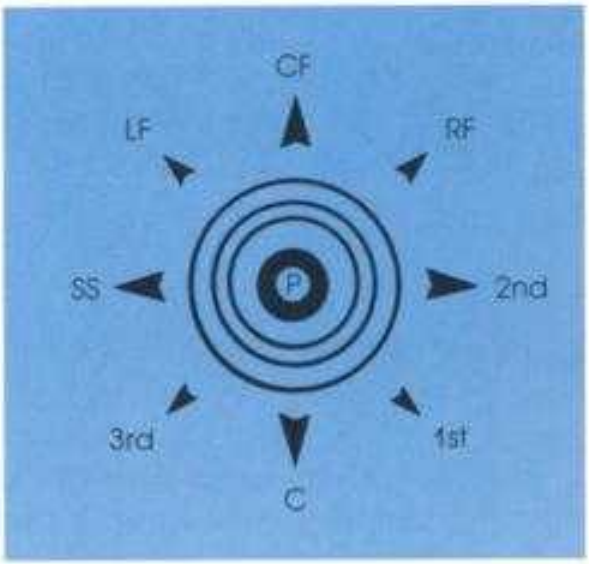


***Figure 9**—Activating Fielders*

NOTE: When the ball is in the air, the black shadow tells which part of the field the ball is actually over. Since you cannot catch a ball over your head, track the shadow of the ball with your player. Also listen to the tone of the ball in flight. The higher the tone, the higher the ball. When the ball is caught, you will hear a "thunk."

H. THROWING THE BALL

To play Atari RealSports BASEBALL at the advanced level, you need to master your throwing skills. In the beginning, you can take advantage of the built-in computer assistance, but eventually you'll need to throw manually to get the most challenge and enjoyment from your game.

Before a play is put into action, the pitcher can throw to any defensive player, but as soon as the ball is hit or a base runner leads off, infielders will rush to cover their own bases. Once the ball is fielded, the action is then focused on the bases.

Easy Throwing: Computer Assisted

The easiest way to throw the ball is to let the computer help you. To do this:

1. Press the upper fire button. The computer will activate the player covering the base ahead of the lead runner.
2. Press the upper fire button a second time and the ball will be thrown to your controlled player. This player will then remain stationary until the ball is caught or until you reactivate him.

Easy Throwing: Manually

If you want to select the base to where the ball is thrown, you will have to activate your player with your joystick controller. To do this:

1. Press the lower fire button.
2. Point your joystick toward the base you want the ball thrown. The player covering that base will be activated.

NOTE: Pointing the joystick away from you will either activate the shortstop or second baseman, depending upon who is covering second. (*See **Figure 10.***)

3. Release the lower fire button.
4. Press the upper fire button to throw the ball. Notice that out-

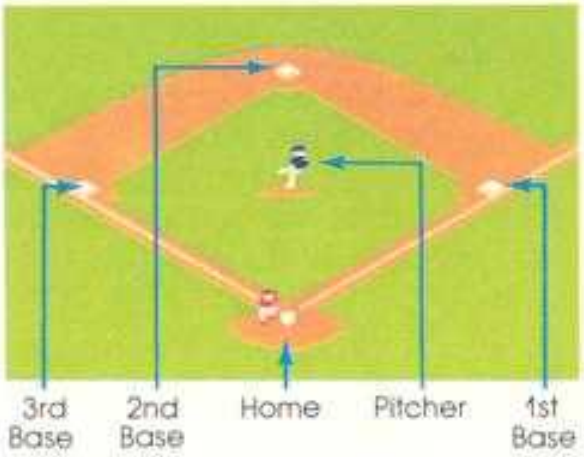
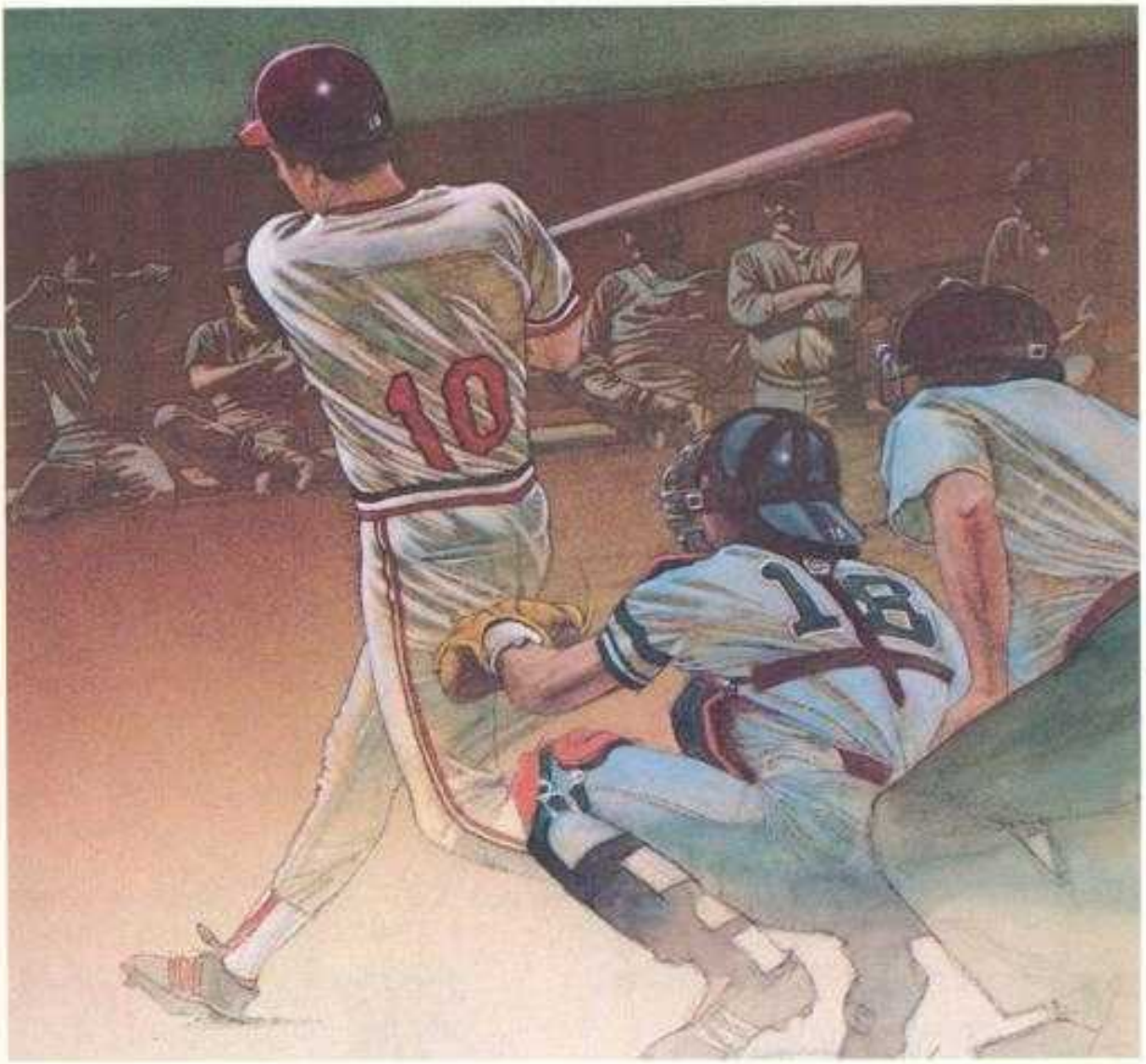


Figure 10—Throwing the Ball



fielders throw the ball slowly to simulate their greater distance from the bases and that third basemen and catchers have better-than-average arms.

Throwing Errors

After you activate the receiving player, be careful that you do not push that lower fire button again and move the joystick while the ball is on its way. If you do, the intended receiver will move away from the throw, causing an error for his team.

Throwing errors may also occur during close plays when the base runner is almost on top of the baseman who is waiting to catch the ball. If the ball does accidentally slip past the baseman and goes into the outfield, the computer will automatically activate an outfielder to retrieve the ball.

I. ENDING A FIELDING PLAY

The next batter will not come up to the plate until a fielding play has ended. To end a fielding play, the ball must be returned to the pitcher and all base runners must be on their bases.

There are two ways to end a fielding play:

1. Throw the ball to the pitcher, then wait for the runners to get back on base. If the runners are not back on base, you might have to run them back to their bases.

2. If you have to chase the runners back to their bases, press the throw button TWICE. The first press will deactivate the player carrying the ball; the second press will throw the ball back to the pitcher—if all runners are on base.

J. REPOSITIONING FIELDERS

When a team runs onto the field to play defense, the infielders and outfielders are positioned automatically by the computer. However, you can also reposition them manually.

To reposition fielders manually:

1. Hold the lower fire button and move your joystick until the fielder you want positioned is activated.

2. Release the fire button and move this fielder to a new position.

3. Press the lower fire button again and activate a second player. This will stabilize your first player in his new position.

To return to game play, use the joystick to activate your pitcher. Then press the top fire button once. This will cancel the repositioning mode and the fielders will remain in their new positions until the end of that inning.

K. DEFENSE AGAINST STEALING

To prevent stealing, you want to take the least amount of time to tag a runner out.

To prevent stealing:

1. Use a no wind-up pitch.

2. Throw fastballs to get the ball into the hands of the catcher sooner.

3. Activate the base to which you want the ball thrown and press the upper fire button BEFORE the catcher receives the pitch. The ball will then be thrown immediately when caught.

4. If you are quick on the trigger: Move your baseman closer to the bag so he will be in the correct position when you fire the ball. Note:The second baseman will always cover second base.

5. When a base runner is stealing, the catcher will hold the ball and will not return it to the pitcher until you tell him where to throw it. You must activate the base to which you want to throw and press the upper fire button.

5. HELPFUL HINTS

ATARI 5200 RealSports BASEBALL is designed to give you the maximum amount of control in your game. The computer will mainly assist you on defense so your skill at managing base runners is very important.

Here are some tips to help increase your base-running skills that can ultimately add to your final score:

- Know when to take that extra base.
- Try stealing or a hit-and-run.
- Take control of your advanced runners to keep them from charging blindly into a tag out.
- Tag up after a flyball is caught in the outfield to advance another base.
- The computer does not move base runners forward until the ball hits the gound to prevent double outs if the ball is caught while you were off base. If it looks like the ball will land safely, activate your runner and give him a head start. (If the ball is then caught on the fly, the scoreboard will tell you to go back by saying, "**TAG UP ON FLYOUT.**")
- Develop the skill of starting one runner going as you change control to another player.

6. SCORECARD

TEAMS	SCORE	R	H	E	DATE
Home Team					
Visitors					
Home Team					
Visitors					
Home Team					
Visitors					
Home Team					
Visitors					
Home Team					
Visitors					
Home Team					
Visitors					
Home Team					
Visitors					
Home Team					
Visitors					
Home Team					
Visitors					
Home Team					
Visitors					

ATARI SERVICE
FACTORY AUTHORIZED NETWORK

Call Toll-Free
(800) 672-1404 (in California)
(800) 538-8543 (Continental U.S.)

RealSports™ BASEBALL

Atari welcomes your comments.
Please address all correspondence to:

ATARI, INC.
Customer Relations
1312 Crossman Avenue
Sunnyvale, California 94086

ATARI®

A Warner Communications Company

ATARI INC. Consumer Division, 1312 Crossman Ave., P.O. Box 61657, Sunnyvale, CA 94086

C018281-09 REV. A

MODEL 5209

PRINTED IN U.S.A.

© 1983 ATARI, INC. ALL RIGHTS RESERVED